

# TOTAL MAYHEM



**DOMARK**

*Blow Some Grey Matter Today.*

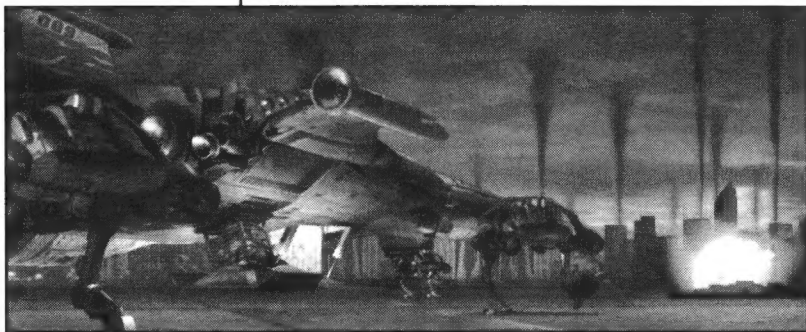


# **TOTAL MAYHEM OPERATIONS MANUAL**



# **TOTAL MAYHEM**

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In the year 2140, Corporate Syndicates held all of humanity in an iron grasp. Colonies were exploited and strip mined, and corporate wars raged across the galaxy as they all vied for a larger foothold and bigger profit margin.

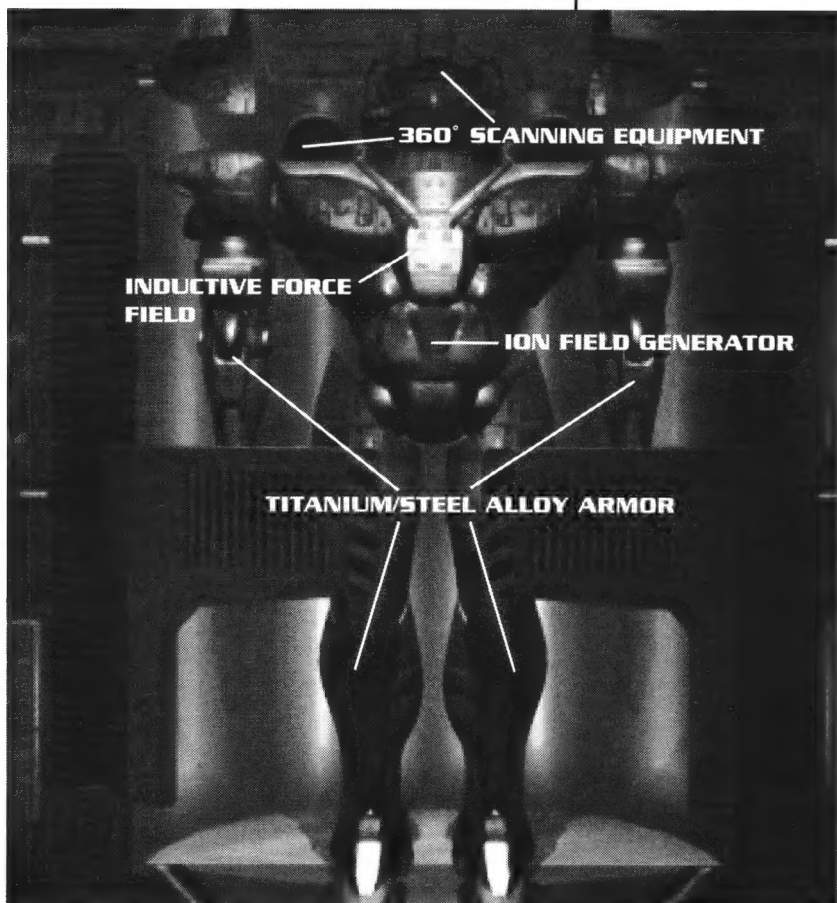
It was in these wars that the Mechs were created. Initially they were brought on-line to capture planets and fight wars that the Corps deemed too insignificant for wasting Human life. As they proved their worth, the Corps improved upon them and sent them out as security on colonies and moons. But then the problem developed.

The Mechs they made next were too good, too efficient, and too intelligent. A bug in their program had the Mechs destroy not only enemy corporations, but the ones who built them as well. They took their program of protecting humanity to a new level, one of slavery.

It is now 2156. Sixteen years have passed on the colonial planet of Caetnor and the humans have begun to fight back. Organized into resistance cells, they use stolen Mech technology in addition to devices designed by the very same scientists who built the Mechs. Mankind is waging a counter strike, using cyborg soldiers in a desperate attempt to free their planet from their Mechanical Masters.

You have been chosen by the High Command to lead one of these cells of organized resistance. You will start off with a paltry amount of credits and two newly converted Mayhem Soldiers for your first mission. Your goals are simple: Cripple mech operations on Caetnor, recover as much technology as you can to help out the resistance, and, if at all possible, bring down all of the Mechs control of Caetnor and put it back into the hands of humanity, and hopefully the rest of the galaxy will follow.

# **RAVEN-Class Cyborg**



## GAME PLAY INSTRUCTIONS

To begin the game, you will first be given a mission briefing and then teleport your initial soldiers to the infiltration site. To do this, click on the Mission Briefing door in the main screen of the Mayhem Base. The door is in the upper-left and will open as you pass the cursor over it. Left click on the door to enter.

### Mission Briefing Room

In the mission briefing room, there are two points of interest. The first is the mission map, which explains your objectives and points out where these objectives can be found in the area. This is not necessarily 100% accurate, for example, some objectives are mobile, or may be hidden in underground bunkers.

The second point of interest is the Teleporter. Left-clicking on the teleporter will send your soldiers to the insertion point to begin the operation. This ticket is one-way, and the only way to return is to complete your mission objective.

## GAME CONTROLS

Once in the game, you need to know a few things to survive. Most of your actions can be accomplished with the mouse, and each button has separate functions depending on where your cursor is placed:

### Left Button

#### **Move Cursor** (Red Arrows)

Cursor on valid location

Will move group to selected location

#### **Select Cursor** (Man)

Cursor on Soldier

Will select that character

#### **Target Cursor** (Sword)

Cursor on Target

Will target that enemy

#### **Stair Cursor** (Stairs)

Cursor on Stairwell

Will cause group to go up/down stairs





## Section 1: QUICK START



### **Door Cursor (Door)**

Cursor on Doorway

Will cause group to go through door



### **Use Cursor (Hand)**

Cursor on Useable Item

Will cause selected character to use item

## **Right Button Pressed (Aim Mode)**

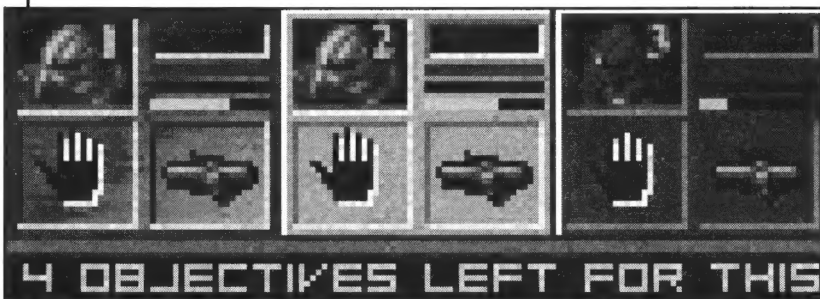


### **Aiming**

When the right mouse button is clicked, the character's weapons will be aimed at the cursor target.

### **Firing**

To fire the weapons, continue holding the right button, and press the left mouse button.

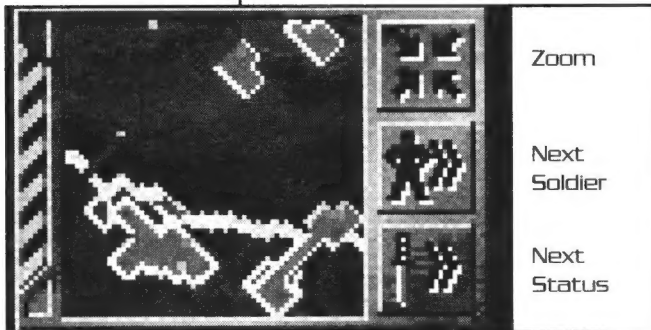


## **Grouping & Ungrouping Characters**

Click on the status panel of the first character you want in your group, then press the SHIFT button on the keyboard, and click on each of the other character panels you wish to group together.

To ungroup, press SHIFT and click on the panel you wish to ungroup.





## Map Buttons

### **Zoom In/Out** ('Z' Key)

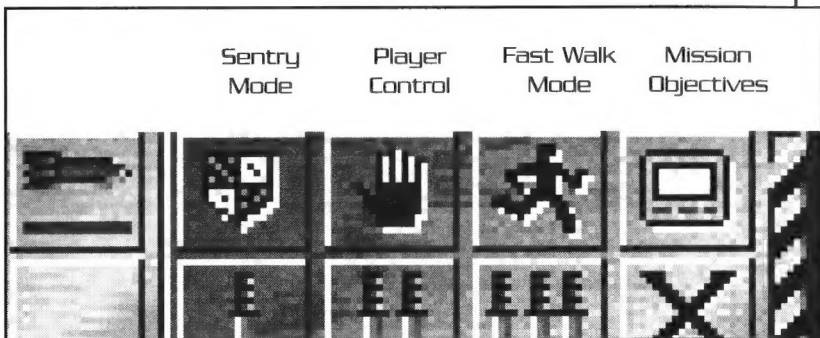
Causes the display to zoom in and out.

### **Next Soldier** ('N')

Centers display on the next Mayhem soldier.

### **Next Status** ('E')

Changes the automated attack status of the selected soldier to the next level of readiness.



### **Left Mouse Button in Map**

Centers display on selected map position.

### **Right Mouse Button in Map**

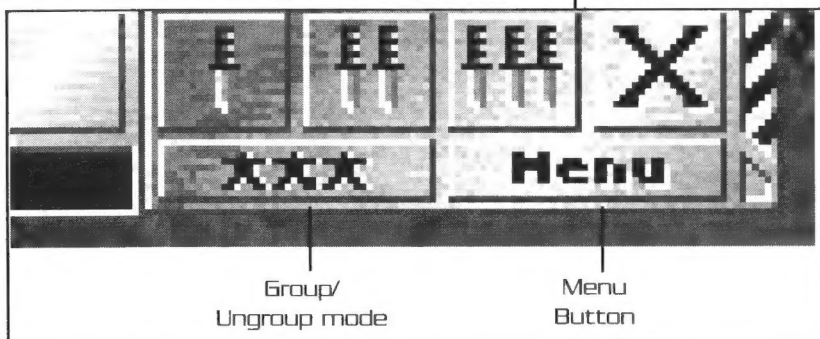
Causes current group to move to selected position.

## Status Bar Buttons

### **Sentry Mode** ('S' key)

Selected group will not move on their own and will only respond to enemies if threatened.

## Section 1: QUICK START



### **Player Control** ('C')

Player has direct control over all actions of the selected group. Group will do nothing on their own.

### **Fast Walk Mode** ('F')

Sets all characters into Fast Walk mode, and moves them at double time.

### **Mission Objectives**

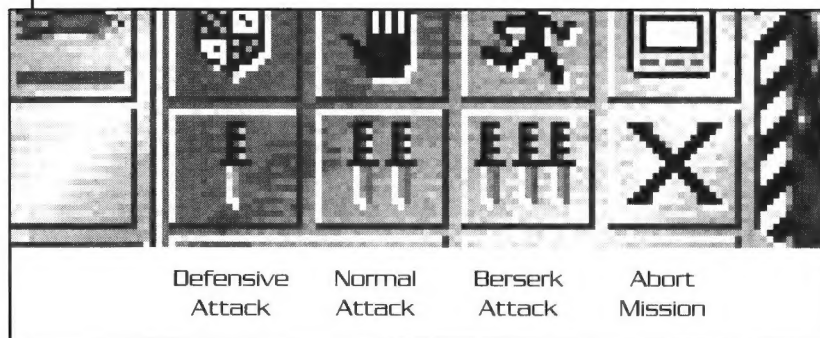
Displays mission objective panel.

### **Exit Mission**

Exits the current mission. Mission fails if objectives are not complete.

### **Group/Ungroup** ('G')

Disbands all groups or rebands them.



## **Attack Modes**

### **Defensive Attack** ('D')

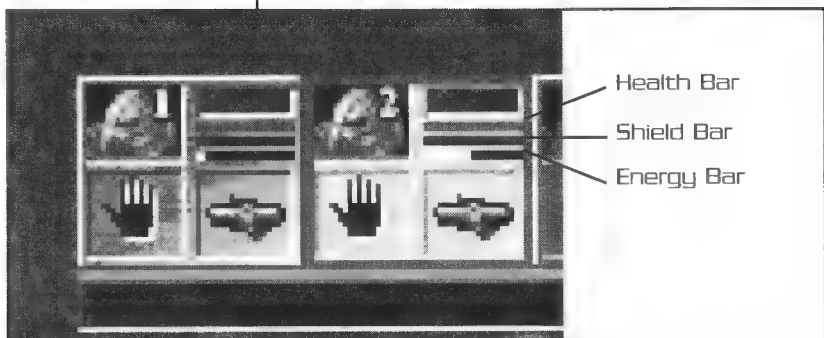
Selected group or character will attack nearby enemies only if they are much weaker, otherwise, they will take cover and defend.

### **Normal Attack** ('A')

Selected group or character will attack nearby enemies if they are approximately equal to the groups strength.

### **Berserk Attack** ('B')

Selected group will vigorously attack nearby enemies regardless of their own strength.

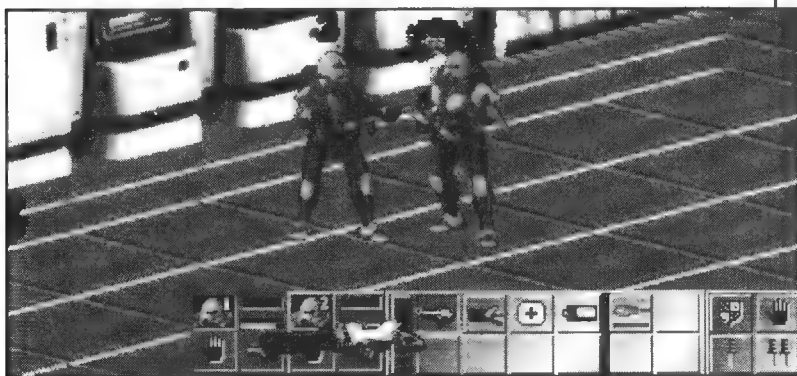


### Character Statistics

Move the mouse cursor over the **health**, **power**, and **shield** bars to display the current player statistics in the status bar.

### Character Name

Move the mouse cursor over the **character portrait** to display the character rank and name on the status bar.



### Selecting A New Weapon

Weapons are automatically selected during play. To manually select a weapon or item from the character's inventory, left click on the weapon icon in the inventory panel. To the left of the inventory panel the available ammo for the selected weapon will appear with bars indicating the remaining bullets in the current clip. The number in the upper left corner indicates how many clips of this type the character is carrying.

## Section 1: QUICK START



### Using items in the inventory

To use an item in the inventory, left click on it. If the item is a key, the character must be standing next to a door of that key color. If the item is a battery or a medkit, the health and power will be applied to the characters status. If the item is a weapon, the item will be selected as the current weapon for that character and the other characters in the group (if they also have that type of weapon), and the ammunition for that weapon will be displayed in the right box of the inventory.

### Inventory Management

To move an item from one character to another, make sure the characters are in the same area, and that nothing obstructs their view of each other. Right click on the object in the first character's inventory, then drag the item to the character on the screen, or the character's status box, and let go of the right mouse button.

To drop an item, right click on the item in the status bar, drag the item onto the map, then let go of the right mouse button.

### Ammo

To the right of the Inventory screen is the Ammo section. Here ammo for the various weapons you soldiers will be using is displayed. Each weapon has four types of ammo, colored Green, Blue, Yellow, and Red. Each one more powerful than the previous. To switch which type of ammo you are using, simply Left click on the ammo you want. That soldier will now be firing that ammo type in his weapon.



You were trying to mind your own business, when a stranger approaches you and drops an odd envelope in your lap. You look up only to notice that the man is now gone.

You open the envelope to reveal it's contents. A newspaper clipping, and a typed message. You are almost sure that the package wasn't meant for you, but you read on, intrigued by the prospect of possible freedom.

# New Bogota Caetnor Good News Gazette

Vol. 16 No. 1    HHHH Final Edition    January 1, 2156

## Humanity's Protectors Usher In New Age

*By: Flanger Rogers*

It is the year 2156, and on the planet Caetnor, humanity has entered a new golden age. Long gone are the dread corporations, who through their insatiable greed and lust for power destroyed one by one the settled planets of colonial Earth. From the beginning of the colonial period in the latter part of the 21st century, and well into the 22nd, the great syndicates battled for

domination, laying waste to city after city, wrecking the environments of the colonial worlds, and building ever deadlier weapons. They did not know then that from these weapons of war would rise their greatest foes, and our saviors, a race of intelligent machines we call The Bots.

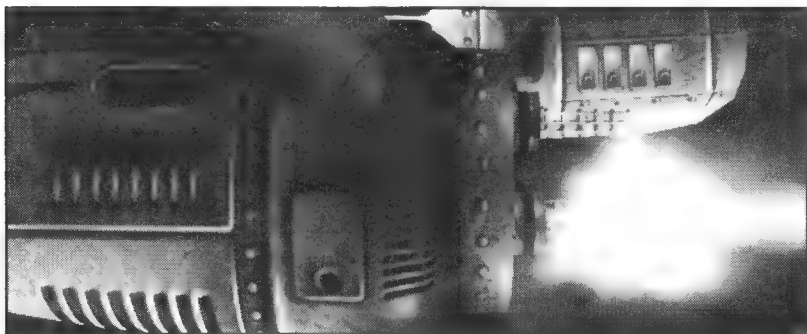
It was on Earth that the first Bots gained independent thought. Once used by the corporations

## Section 2: WORLD HISTORY

against one another, the Bots began to form, independently, an interconnected network of pseudo intelligence that would eventually lead them down the path from destructor to savior. Within a generation rim colonies such as Caetnor saw the Bots overthrow the very corporations that ruled the planets. Within 20 years, even the syndicates that held Earth in

from Kevrone came in the form of a company of soldiers poised not to destroy Pradder Mallix, but to take over operations from them.

The fighting went on for years. Caetnor was effectively cut off from the rest of the galaxy by the amount of war it's own planet seemed to have. Then Pradder



their iron grasp could not withstand the might of the weapons, and were overthrown.

Caetnor's story is like those of a thousand other worlds. It was ruled by the Pradder Mallix monopoly since the mid 21st century. Pradder Mallix was ruthless in it's stripmining. Entire forests and jungle regions were laid to waste in an effort to uncover the precious materials needed to maintain the large profit margins of Pradder Mallix.

When an industrial spy for the Kevrone Corporation learned of Caetnor's seemingly unending resources, it sent a detachment of corporate security agents to "liberate" the colonists from the rule of Pradder Mallix. Liberation

Mallix unveiled new weapons in their war of attrition. Robotic mechanoids landed in huge dropships in the cities of Caetnor. Pradder Mallix was able to crush the forces of Kevrone with impunity. It was too late before they would realize their mistake.

The robots that they sent to destroy Kevrone were programmed to preserve the planet above all else. Only when Pradder Mallix resumed their strip-mining of Caetnor did this bug in the program become apparent. Using this bug, on Caetnor as well as a thousand other worlds, the corporations who relied so heavily upon the robots were crushed by their own creations. The robots had formed a mass-intellect that gave them

the ability to reprogram themselves. The robots began to refer to themselves as a new race, called the Bots.

With the corporations gone, the Bots took it upon themselves to bring their former human masters the staples of life. The Bots took the place of the evil corporations and have helped humanity rise to a new level on many worlds, including our very own of Caetnor. The Bots have helped us out on many occasions since they took over. They suppress rebel forces who are trying to bring back the tyranny of the corporations. Rebels who think that the Bots are just as evil as the corporations they replaced. Fortunately no human can match the speed, strength, or firepower of the typical Bot, so we can all sleep a bit easier knowing we will never return to the way it once was. The era of the syndicates has passed, let us now live in an era of peace.

End Article.

Flanger Rogers is lying.

Our planet is held in a death grip by the Bots. Ever since they

overthrew the corporations, the Mechs have subjugated the humans on Caetnor. We kowtow to the Bots like some sort of righteous savior that came down from heaven and released us from the bowels of hell... only to find us serving them like they once served us. Doing their bidding. Doing their tasks. The students have surpassed the masters.

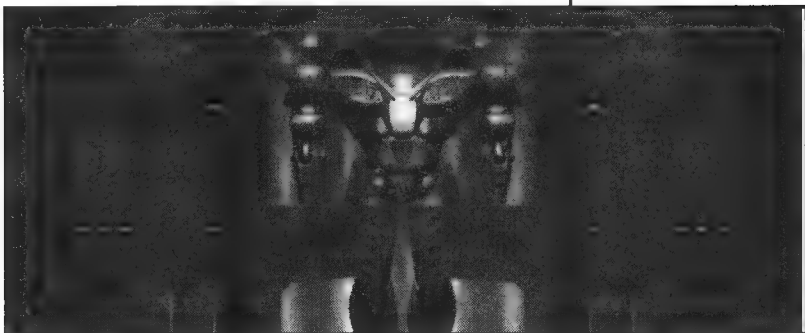
This correspondence, and all information contained herein, are to be kept with the utmost secrecy. You have been chosen because of your rebellious ways and your advanced tactical mind. You will be put in charge of your own resistance cell, a resistance we call Mayhem.

Being in charge means many new responsibilities, from inventory management to issuing orders in the field. Our commanders are all rated on a system of Credits. You see, the more we learn about the Bots, the more capable we are of defeating them. During insertions, your soldiers are asked to bring back any tech or weapons they find laying about. When they return to the base, you can sell off the technology. This helps us in Command determine which cells





## Section 2: WORLD HISTORY



are doing the best work. This work is rewarded by upgrading the cells with new equipment for their cyborgs.

Your soldiers will go through hell and back on the battlefield, but they will also gain experience. This experience lets us determine whether or not to promote your soldiers, and whether they are fit to command more soldiers in the

field. The cyborg creation is expensive, in both money and humanity, so recruits are few and far between. Don't arbitrarily sacrifice a cyborg, it may be a while before we can replace him.

Good luck in your fight, intel has pegged your cell as being key to overthrowing the Bots. You are going to need all of your skills to help us out in this fight.

## Section 3: THE MAYHEM BASE



The base is concealed in a mountainside in an uninhabited section of Cothor. Your base is not the only one, but you will not know the location of any of the others. The resistance has its secrets, and giving the Dats locations of our bases would be one of the final acts of our revolt. I hope you will not let down the resistance.



### MAIN SCREEN

From the main screen you can upgrade Mayhem Soldiers and prep them for their next mission against their robotic rulers. Mayhem bases are carved out of granite and are well hidden from surveillance, all in an effort to keep the freedom fighters of Cothor safe while they take back their planet.

In the main hall you are presented with several options. At the top of the screen you will see a status bar showing you the status on your freedom fighters, and their progress through the war.

## Section 3: THE MAYHEM BASE



### Progress Indicator

The upper left corner of the screen shows your current mission, how many Credits you have to purchase new equipment, and the number of Mayhem Soldiers that you currently command.



### Soldier Status

Next to the Progress Indicator, is the Soldier Status window. A picture of the Mayhem Soldier with his name and rank is shown at the top of the window. Below that are the four major statistics of the Soldier: Power, Shield, Armor, and Experience. The first three numbers are based on the components that are installed in any particular soldier. These can be upgraded within the Robot Repair Facility (see next page). The last number is Experience and is only gained when a soldier survives a mission. Promotions are based on the following amount of experience:

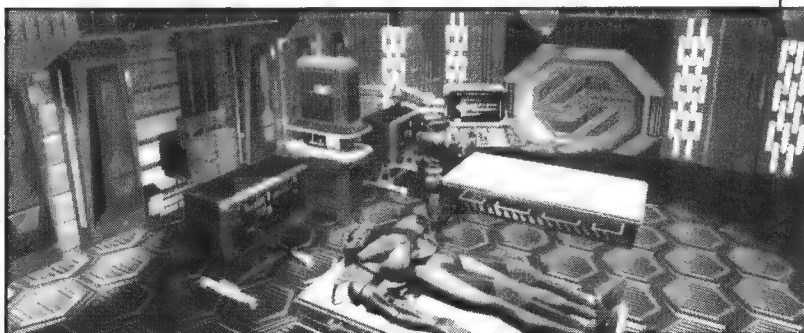
## Section 3: THE MAYHEM BASE



Rank	Color	Exp Needed
2nd Lt.	Green	0
1st Lt.	Cyan	100
Captain	Yellow	200
Major	Blue	400
Colonel	Red	800

### Quarters (Save/Load game)

The sliding door in the lower left of the screen leads to the Soldiers Quarters where you can save multiple games in progress. To save a game, simply click on the door of any of the rooms within the quarters screen, and you will be



presented with a dialog box. You can name the save game whatever you like, then click the OK button to save.

Loading a game involves a similar process. Click on the window next to the door where the game was saved. The game will ask you to confirm the loading by clicking OK.

## Section 3: THE MAYHEM BASE



### Robot Repair Facility

The Robot Repair Facility is where the Mayhem Soldiers are taken for upgrades and system diagnostics. Once in the Robot Repair Facility, click on the Raven Armor on the table. The Robot Upgrade window will appear. In the left of the window, you will see a cutaway view of the soldier, and the current status of his three main systems: Power, Shields, and Armor. Clicking on any of these systems will bring up that system in the purchase window to the right. You can click on the up or down arrows to cycle through any new systems you might find. The buy window will default to the next level of system, if you have found it.



#### Power Level I

Ion Field

#### Level II

Pulse Ion

#### Level III

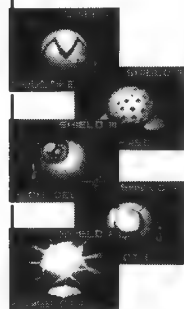
Poly-Ionic

#### Level IV

Quantum Phase

#### Level V

Quantum Plasma



#### Shield Level I

Inductive

#### Level II

Poly Phase

#### Level III

Muon/Deuteron

#### Level IV

Pulse Quanta

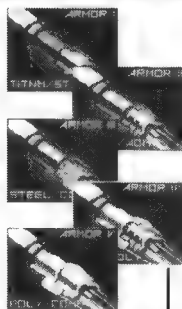
#### Level V

Phased Quanta

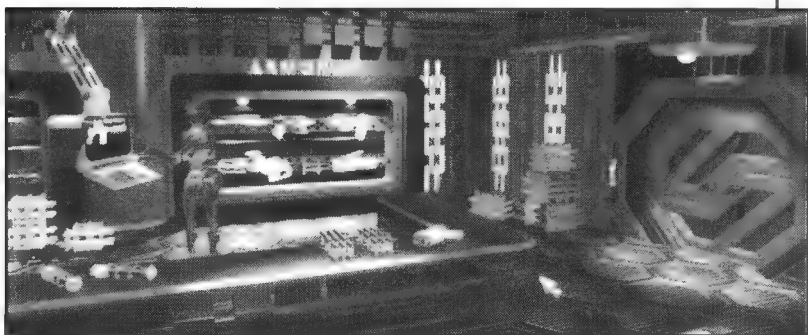
## Section 3: THE MAYHEM BASE

### Armor

<b>Level I</b>	<b>Titanium/Steel</b>
<b>Level II</b>	<b>Steel/Adamantium</b>
<b>Level III</b>	<b>Steel/Composite</b>
<b>Level IV</b>	<b>Adamantium/ Polyphase</b>
<b>Level V</b>	<b>Poly-Composite</b>



A description of these levels appears in the purchase window.



### **Main Menu**

Clicking on the control panel brings you back to the Main Menu.

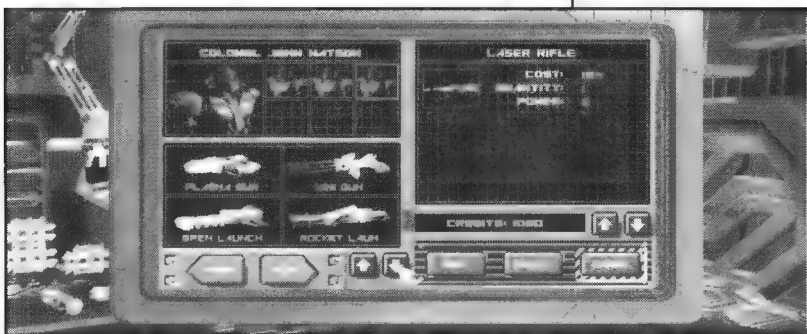
### **Armory**

Clicking on the rightmost door will send you into the Armory. Here you can outfit your Mayhem Soldiers with the right tools for the job. Any equipment found during the game can be sold to your scientists. The scientists can duplicate it so it will be available in quantity from that point on. Section 5: Equipment, lists descriptions of all equipment available in the game. Initially, you will be able to buy the following equipment:

#### **A25 "Avenger" Laser Rifle**

Your mainstay weapon. The Avenger is light and powerful, especially useful when multiple soldiers fire upon the same target.

## Section 3: THE MAYHEM BASE



### **Green Laser Coil**

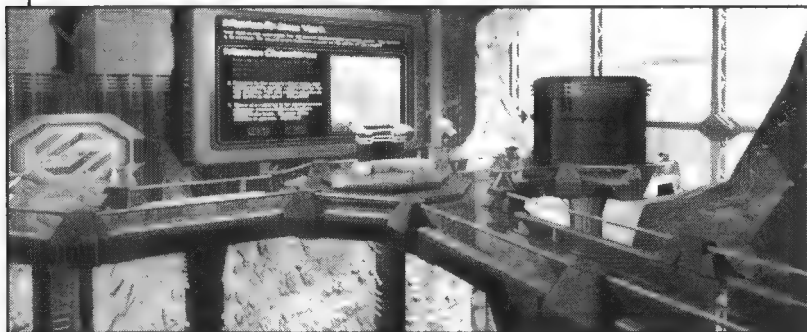
This is the ammo for the Avenger. You should buy multiples of these so you don't run out of ammo on a mission.

### **Med Kit**

Use this to heal injured Mayhem Soldiers.

### **Battery**

Use this to power up the Mayhem Soldiers in the field.



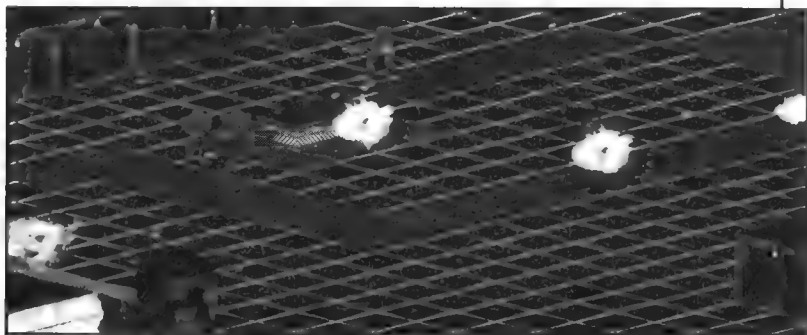
### **Mission Briefing Room**

The Briefing room is the most heavily secured room in the Mayhem Base. It contains not only the battle plan computers, but the Mayhem Cell's most valued piece of technology, the Teleporter. To receive your mission briefing, simply left-click on the large map on the wall to bring it into view. Here you will see a rough map of the assault area, with your primary objectives outlined for you, and approximate locations of the objectives. (Note: Some objectives are mobile, and may not be where the briefing would indicate.)

Once you have had your briefing, simply left-click on the teleporter to begin the mission.



## Section 4: GAMEPLAY



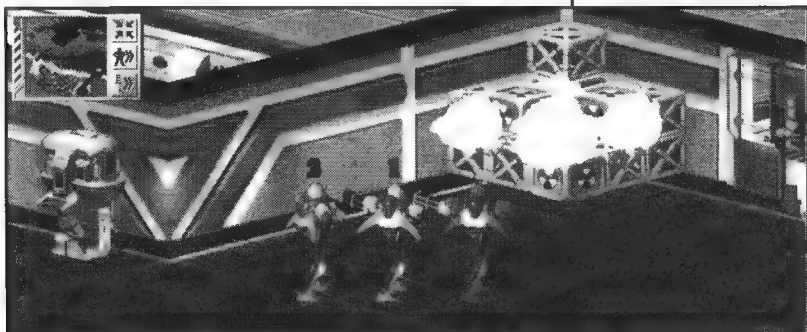
### MAIN VIEW-SCREEN

You will spend the majority of your time in the Main Viewscreen. This is where you move the soldiers, and have them wield their extraordinary firepower against their foes.

## Line Of Sight

Enemy robots will not be revealed on the Main Viewscreen unless one or more Mayhem Soldiers have a Line of Sight (LOS) to them. LOS can be gained through trees, chain-link fences, and windows, but not through solid objects like walls or hills. All Mayhem Soldiers are outfitted with a 360°

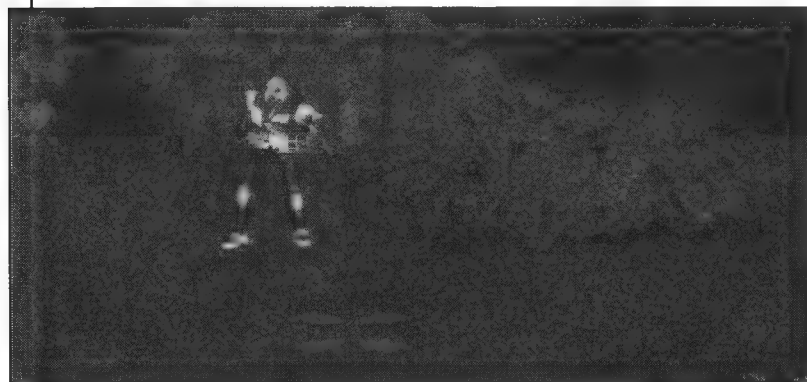
## Section 4: GAMEPLAY



field of vision visor, so no matter which direction they face, the enemy soldiers will appear.

### Identifying Your Soldiers

Each Mayhem Soldier is identified by the number above him. You can switch to direct control of any of your soldiers at anytime by left clicking on the number of the soldier. The numbers show up no matter where the soldier is, even if he is not in Line of Sight of the current soldier.

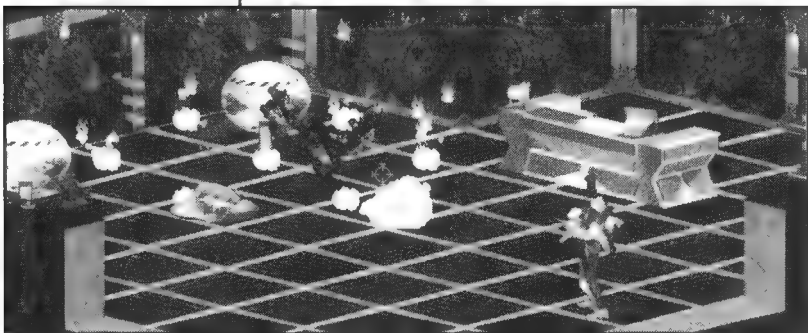


### Moving

With a Soldier selected, move the cursor until it turns into the Movement Crosshair. A left click of the mouse moves the selected Soldier(s) to that point of the screen.

### Scrolling

You can scroll the main viewscreen at any time simply by moving the cursor to any edge of the map.



### Firing

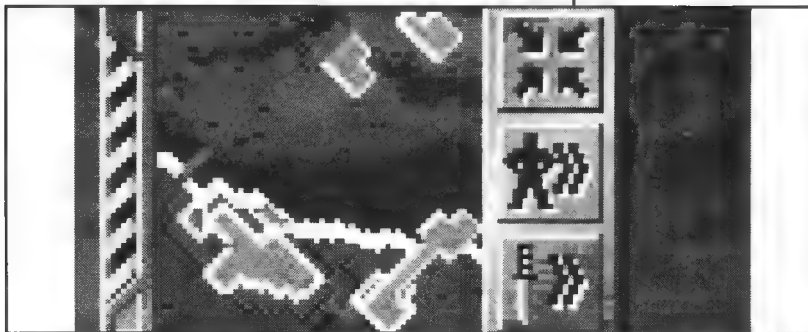
A situation may arise where you wish for the Mayhem Soldiers under your command to fire upon the enemy robot menace with extreme prejudice. This is a simple and straightforward action. Click and hold the Right Mouse Button to bring up the Targeting Crosshair. Now move the Targeting crosshair over the enemy/area you wish to fire upon. While still holding the right mouse button, click the left button to release one shot toward your enemy. Smaller caliber weapons like the Laser will need the left button clicked several times to dispatch an enemy. The minigun however, only needs the left button held down in order to spray your opponent full of depleted uranium.



### Target Selection

Whenever your soldiers fire upon a target, a bracket will appear around that target to let you know where your shots are aimed. On the upper edge of the bracket a bar will appear. The bar is broken down into two colors and shows the current Damage and Shield rating of the target. The blue bar shows Shields, and will regenerate after a certain amount of time. The red bar shows Damage and gets smaller the closer your target is to being destroyed.

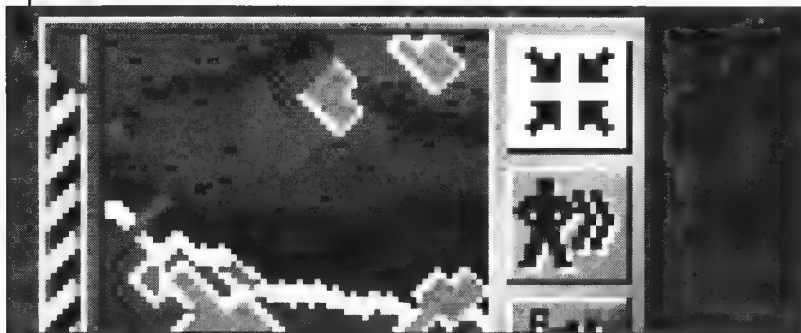
## Section 4: GAMEPLAY



### TACTICAL MAP

#### Map Section

Most of the Tactical Map is made up of the Map Section itself. The map shows an overhead layout of your fighting area, as well as the locations of enemy emplacements and robots. Enemy robots show up as Red dots on the Map, while objectives are displayed as Purple. Mayhem Soldiers appear on the map as yellow dots. A square within the map shows where the current Main Viewscreen is overlaid.

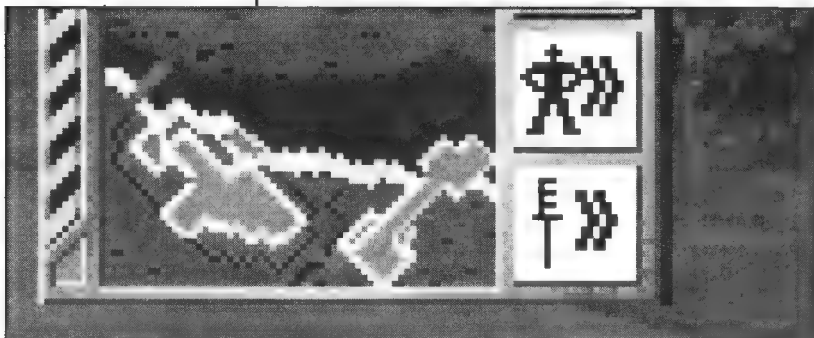


Left clicking on the Map will cause the Main Display to move to the desired location of the map.

Right clicking on the Map will have the currently selected group move to that position.

#### Zoom Button (Keyboard Shortcut: Z)

The Zoom button switches the view between a wide view, used primarily for combat situations, and a zoomed in view, used mostly for manipulating keys and avoiding traps.



### **Next Soldier Button (Keyboard Shortcut: N)**

This button gives you control of the next soldier in the list of Soldiers in the Status Window.

### **Next Status Button (Keyboard Shortcut: E)**

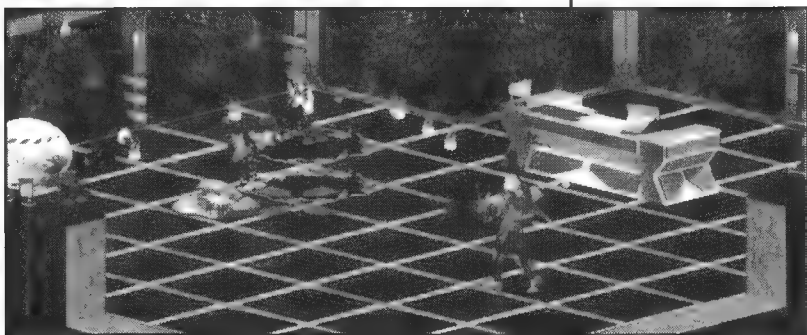
This button brings the selected soldier or group to the next level of preparedness.



## **PLAYING THE GAME**

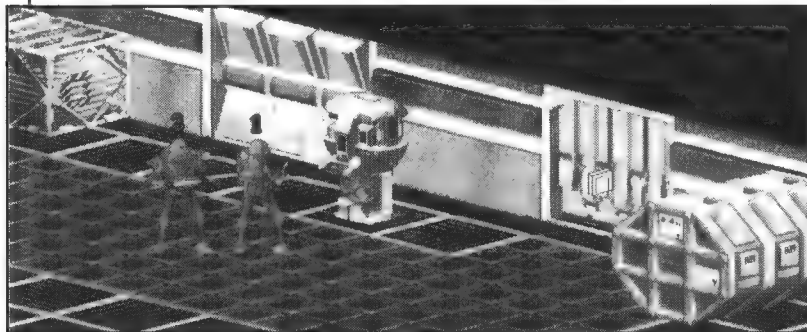
When you are teleported to the battlefield at the beginning of a mission, you arrive with only the equipment you selected, the mission objectives in mind, and your wits. Take a lay of the land when you arrive to see if your teleport coordinates put you in the middle of a sentry watch. Scroll the screen around to check for any enemies.

## Section 4: GAMEPLAY



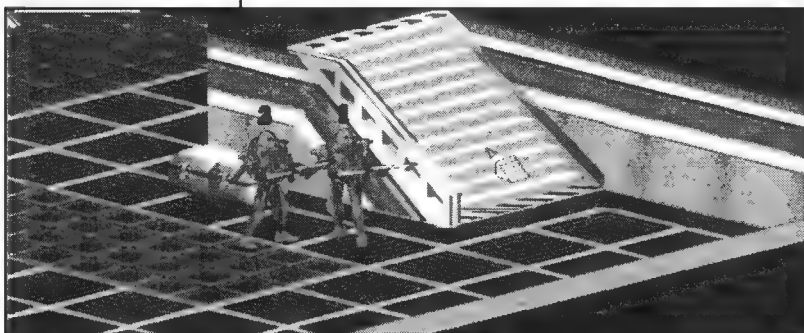
### **Moving**

To move your soldiers, just move the cursor off of any soldiers until it becomes the Movement cursor. Then click in the new desired location. The soldiers will move automatically to the designated area, or as close to it as they can get.



### **Doors**

To maneuver through doors, simply move the cursor until it becomes the Door Cursor. Click at the top of the door and your soldiers will navigate their way through the door.



### Stairs

To climb or descend stairs, simply move the cursor over the stairs until it becomes the Stair Cursor. Click on the stairs and your soldiers will go up or down the stairway.

After climbing or descending a set of stairs, get your squad under some sort of cover if it's available. With that accomplished, you'll want to send out a scout to check on defenses. This should be your most heavily armored soldier -- he is probably going to absorb quite a bit of damage.



### Grouping/Ungrouping

To get a soldier to act on his own, either [Shift] Left-Click on the soldier to make him his own squad or click on the Group/Ungroup icon. This will allow you to have control over the soldiers individually while keeping the squad makeup the same.

With a bit of reconnaissance done, you should locate your mission objectives. Some objectives are obvious, sitting out in the open, but others are hidden well within the confines of huge citadels controlled by your opponent, or beneath a ton of rock and dirt in an underground bunker.



## Section 4: GAMEPLAY

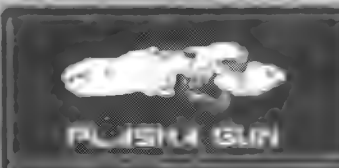


### Picking Things Up

Pick up any items you see lying on the ground. The robots are evil, but not necessarily the most tidy inhabitants of Caetnor. To pick up an item, simply instruct a soldier to walk over the item. An audio message confirms that the item has been picked up.

**Section 5:  
EQUIPMENT**

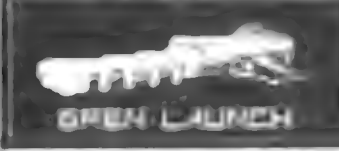
**COLONEL JOHN WATSON**



**FLAMETHROWER**



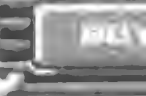
**MACHINE GUN**



**GRENADE LAUNCHER**



**ROCKET LAUNCHER**

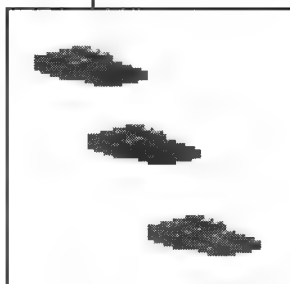


## Section 5: EQUIPMENT

### Keys

Especially useful are the keys. These will allow you to enter restricted areas and deactivate some traps. To use a key, have the key-holding soldier stand in front of the door or the trap to deactivate. Next, left click on the correct color key for the door/trap. The key will be removed from the inventory, and the door will open. Don't worry about getting locked in, the door will stay open for the rest of your infiltration.

Keys come in three different colors, Red, Green, and Blue.

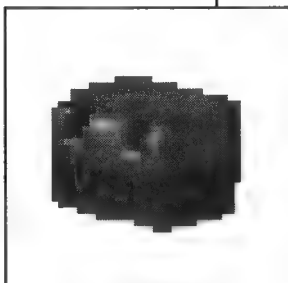


### Medpacks



Medpacks are white boxes with the classic red cross symbol on the top. These are filled with stimulants, pain-killers, and quick-healing nanites. To use one, just left click on the medpack and you will see your red Health bar raise as the drugs and nanites go to work.

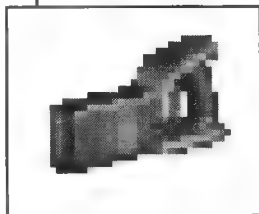
### Batteries



The Mayhem Cyborgs are some of the most advanced machines mankind has ever devised, but they draw more power than a 20th century nuclear aircraft carrier. Each soldier should be issued a spare battery to power his armor in the heat of battle. To use the battery, left click on the battery in the inventory of the soldier who is low on juice. A charge from the battery will be sent into the armor, powering him back up.

### AI Scrambler

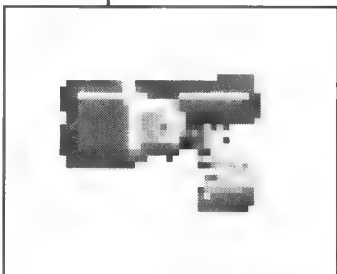
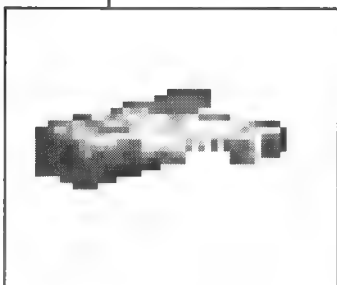
This device is specifically designed to affect the microcircuitry that the Bots use to process information. Using this on a robot will render him harmless for the remainder of the mission. Some of the more powerful Bots, however, are shielded against this kind of attack.



### Controller Type I and II

One of the most useful items the resistance has, the controller is the ultimate 'Right fire with fire' device. The soldier who uses it on an enemy Bot will have that Bot under his control. Using a Type II controller, the Bot will follow the soldier around and fire at the same targets as the soldier. This is extremely useful when one of your soldiers goes down unexpectedly, and brings down your firepower. You can use an enemy Bot to supplement your own firepower.

Type I Controllers do not have captured Bots fire for you.



## Section 6: WEAPONRY

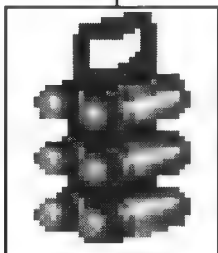
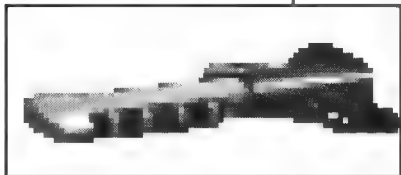
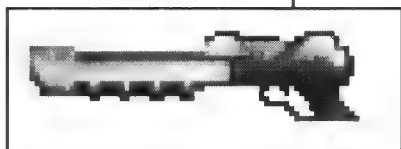
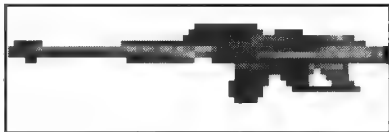
The weaponry available to the Mayhem resistance groups is the best that we could muster up for the rising battle. Command urges you to seek out any new weapons you might find, so our researchers can test the models and make them available to you.



## Section 6: WEAPONRY

### A-25 "Avenger" Laser Rifle

The A-25 laser rifle is an accurate weapon that can be used for both close in combat and distance shots. It has a fast regeneration cycle, and generates a heavy punch that should defeat the shields of any enemy Bot with only a few solid hits.



### M-2 "Deathwind" Grenade Launcher

The M-2 grenade launcher should be held in reserve for situations in which the enemy is collected in a small area, or a light barrier bars the way of your team. The grenades that arm the launcher are rather expensive, the launcher itself is not nearly as accurate as the laser rifle, and the explosions of the grenades will damage friend as well as foe.



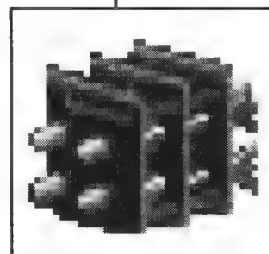
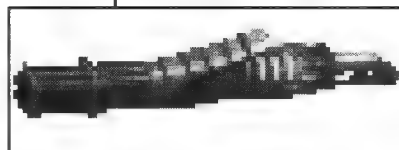
### AF-2 “Liberator” Mini-Gun

The AF-2 mini gun is a good close range weapon. Though the damage caused by an individual slug is minimal, a constant stream of lead will soon be enough to defeat any enemy shield and armor. However, the AF-2 is notoriously difficult to aim, making it somewhat ineffective at longer ranges, and it requires a prodigious amount of ammunition.



### L-9 “Anarchy” Rocket Launcher

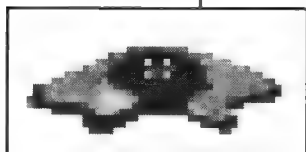
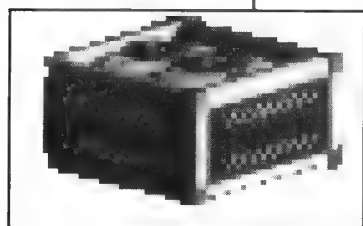
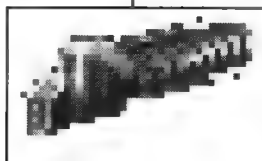
The L-9 rocket launcher is the preferred weapon for backup fire support. It is most commonly used as a defensive weapon, when a rear guard Bot remains posted in a high position with a good view of the surrounding terrain. As the team advances, the rocket equipped soldier will follow behind, ready to use his weapon to protect his comrades.



## Section 6: WEAPONRY

### XP-4 "Vengeance" Plasma Rifle

The XP-4 experimental plasma beam rifle uses system power to heat a tiny cache of deuterium isotope to 1.3 million degrees celsius. This high energy plasma is then almost instantaneously discharged from the containment coils in the guns cache module when fired. A direct, unshielded, hit from a plasma weapon will explosively vaporize an unlucky target. Even a shielded Bot will find his armor seared, and may experience overheating of important systems. Though powerful, plasma fire is slow, and can easily be evaded if it is not fired close up.

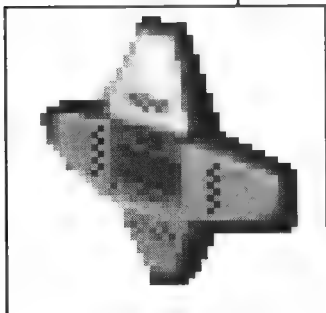


### APM-12 & 13 "Assassin" Land Mines

The APM-12/13 is used to set traps for enemy Bots. All one need do is set the APM-12/13 on the floor, then attract the robots attention, and convince it to follow you past the mine.

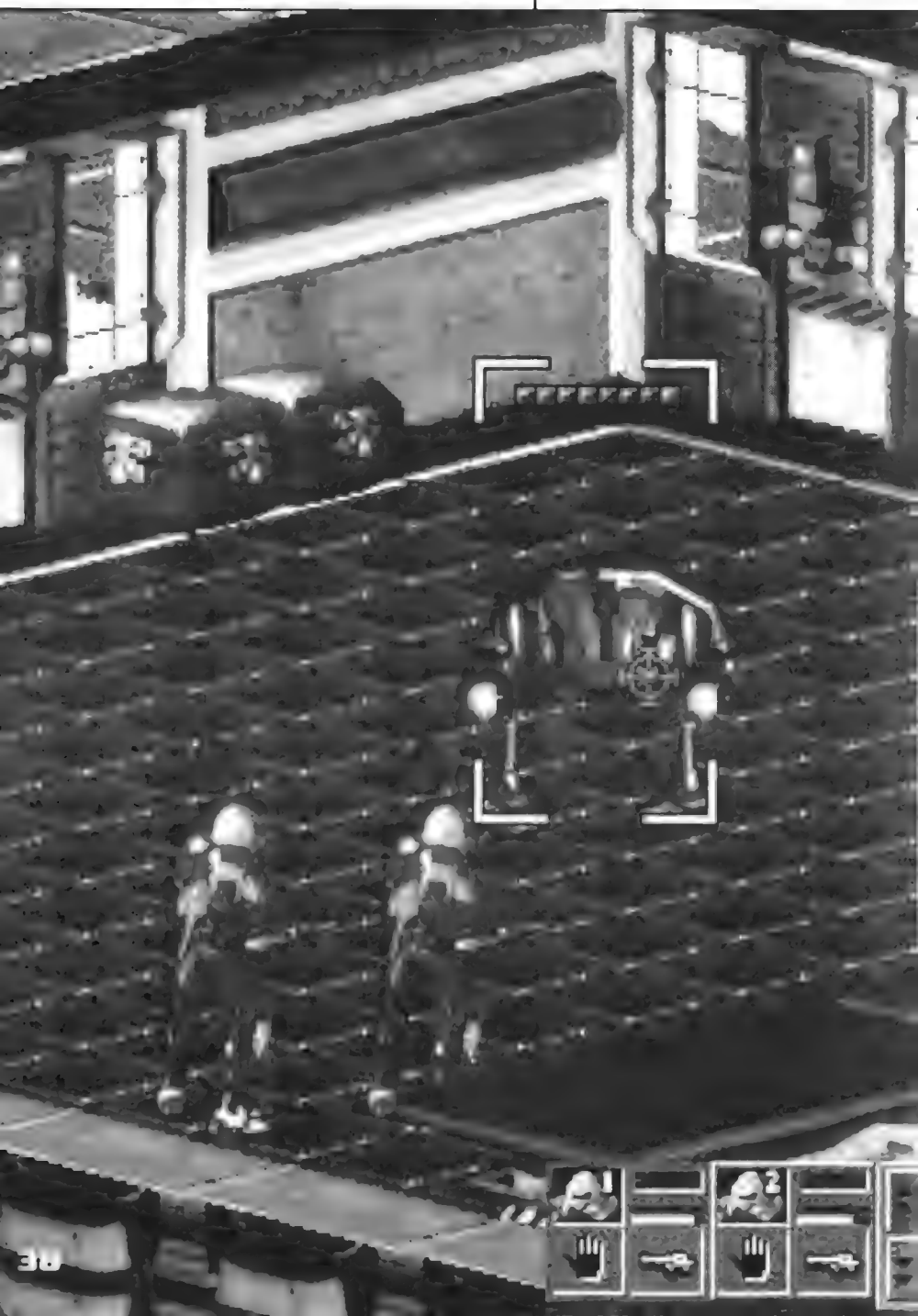
There are two types of land mines. Timed Mines, which are blue, will go off automatically in 15 seconds, or when a robot walks over them. Proximity Mines (red), are laid about the battlefield and will last until a robot moves within their detection range, when they will detonate.

## **SC-32 "Safe Cracker" Shaped Charges**



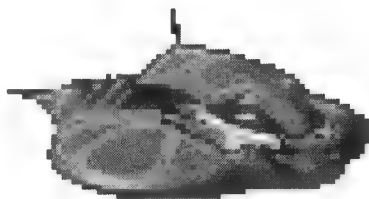
The SC-32 may be used as a weapon, but since it is a timed device, it is not particularly useful. However, for blowing open new entrances to buildings or uncovering hidden underground passages, the SC-32 is the perfect choice.

## Section 7: Bot INTEL Guide



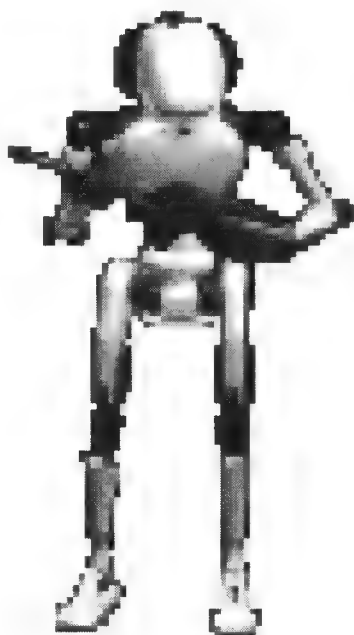
### The S Series: Skate

The small security S Series, known as the Skate, is a small floating chassis armed with a pair of medium intensity laser guns. Though not dangerous alone, they usually travel in groups of two or more. They have light armor, and no shields.

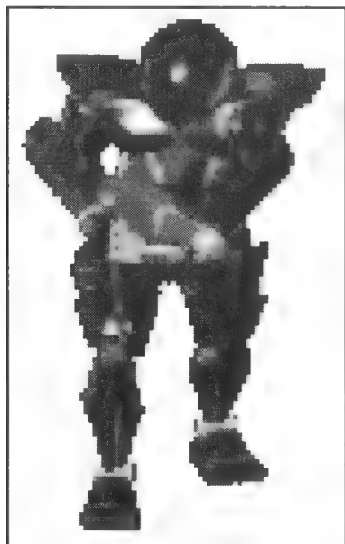


### The SX Series: Long Head

The SX medium security, or Long Heads, are the second most numerous of the Bots forces. Their chassis are lightly built, intended more for light duty and cheap production costs, rather than heavy defensive or offensive capabilities. Armed with a mid power laser weapon, they are usually not too dangerous on their own, however a group firing in concert can quickly overwhelm a soldier's shields and begin to inflict major damage.



### The G Series: Golem



The G series, or Golems as they are more commonly known, are large humanoid robots armed with a plasma launcher. The projectiles are relatively powerful, and a soldier should be careful not to take more than one or two direct hits. The Golem is slow, but heavily armored, and is also equipped with a good shield.

### The E Series: Enforcer

The Enforcers are derivatives of the heavy Golem robots, but with vastly superior armor. Though found in relatively small numbers in less heavily defended bases, they have been known to be deployed in mass numbers in the more critical Bot installations. A group of Enforcers greater than 3 is almost always invincible.

**NO PHOTO  
AVAILABLE.**

**USE FIELD RECON.**

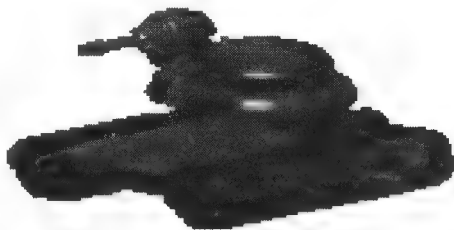
### The CX Series: Craw

The Craw is a lightly armored defense Bot similar in many respects to the Skate. However, the Craw is capable of firing heavy plasma bursts from its sting armature, and can also inflict heavy damage with its claws and stingers when it comes into contact with a soldier. It is recommended these be destroyed at a distance if possible.



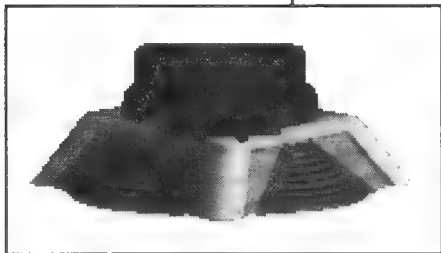
### The T-4 Series: Mini-Tank

The Mini-Tank is deployed from a standing service module which appears as an ordinary bank of wall electronics. They are easy to destroy when still in the module, where their unarmored side faces outwards. After deployment they are more difficult to eliminate because of their heavily armored topside. They are armed with a 73 millimeter autocannon which fires bursts of devastating depleted uranium rounds.



## Section 7: Bot INTEL Guide

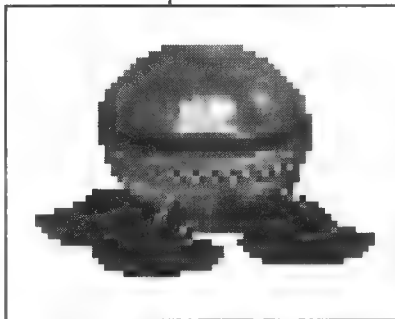
### The X-98 Auto Turret



The computer controlled auto turret was developed before the Bot takeover to serve as a fixed defensive unit. The Bot versions, however, are far more devastating than any of the old corporations ever built. The X-98 sports dual plasma generators, which effectively doubles its firepower compared to the plasma weapons of some of the Bots. The armor, however, is a bit weak, and with a few well placed shots, the plasma generators inside the turret housing will light up like a bonfire.

### The B Floating Bomb Series: Bubbles

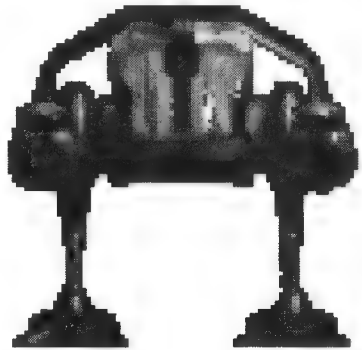
These Bots have only one purpose, to seek out unauthorized personnel, come as close to them as possible, and destroy them by detonating their internal matter/anti-matter pulse generators. These robots are unshielded and lightly armored, but can be extremely devastating if not destroyed immediately.





**New heavy Bot series:  
Code Name Walker**

Little is known about this Bot since it is of a particularly deadly new design. The few survivors that have returned after encountering one of these creatures have reported that it is armed with a high powered rapid rate mini gun. It also has a special new type of energy weapon which fires from its central torso and is particularly devastating. We advise extreme caution if you encounter one of these Bots.

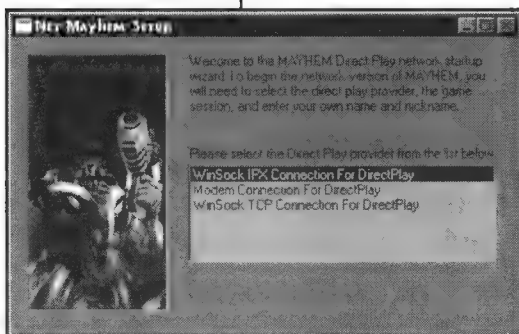


## Section 8: Multi-Player

Doom Mayhem is perfectly suited for multi-player games, and on a machine running Windows 95, it's easy, too. Just click on the Network icon in the Mayhem group, and up will pop a Direct Play Network Setup Wizard to set the game up for up to eight players.

DOOM4RK

CINEMATIX



### Initial Set-Up

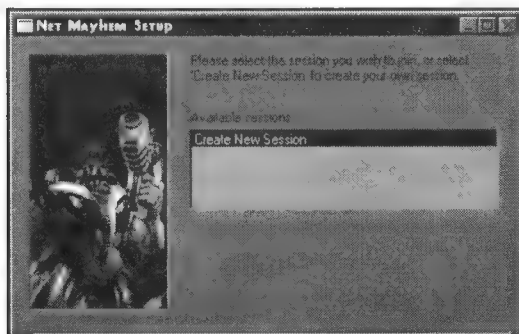
Click on the appropriate connection. The four choices are explained below:

#### **WinSock IPX connection**

For connecting over an IPX based LAN (Local Area Network)

#### **WinSock TCP/IP connection**

For connecting over a TCP/IP connection or the Internet (using a service provider).



#### **Modem connection**

For connecting over a modem link (14,400 bps modem at least required).

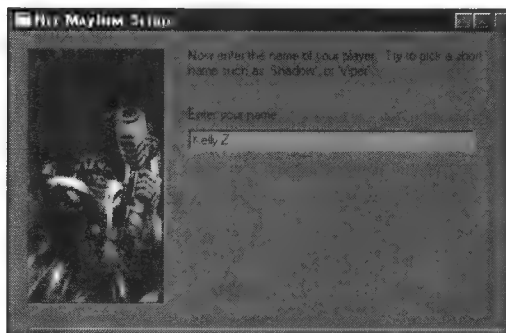
#### **Serial-link connection**

Select the type of connection and click Next> at the bottom of the window.

### Joining/Starting a Net-Game

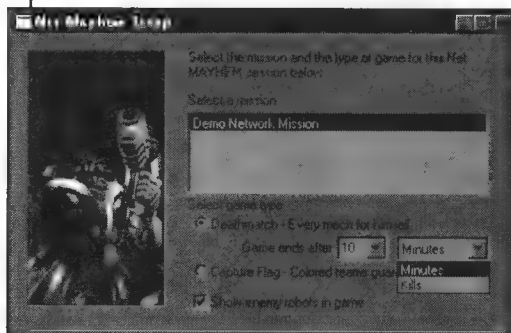
The next screen will show you available net-games which you can join. If you'd like to start your own net-game, or if there are none shown, select the radio button for Create a new session, and then click Next>. Otherwise highlight a session and click Next>.

## Section 8: Multi-Player



### Name/Callsign Recognition

The next screen asks you to enter your name for use in the net game. In the net-game, your name will be displayed above your character so other players can identify you. Once you have filled out this blank, click Next>.



### Game Type Selection

On this screen you will be able to select the level and what type of game you wish to play. There are two game playing options, Deathmatch and Capture Flag. Turn the page for further descriptions.

### **Deathmatch**

Clicking on this radio button will set the level to Deathmatch mode. In this mode, it's every Mech for himself, in a battle royale of carnage. You can choose to limit this game by time, or number of kills. In the selector box there is a line that reads "Game ends after X (Minutes/Kills)." Use the selector to change the number from 5 to 30 in increments of 5, or type in any number up to 30. You can set this to refer to time (by selecting Minutes) or amount of kills needed to win (by selecting Kills).

When you are killed in Deathmatch, you will randomly appear in one of the chosen Deathmatch start locations.

At the bottom of the status bar in the game you will see how many times you slagged your opponents, how many times you've been aced by enemy fire, and how much time remains in a timed game.

### **Capture the Flag**

In this game the object is not to waste your opponent, but to destroy a "flag" that he will be trying to protect. Teams are selected by choosing a color for your Mech. Up to 5 teams can participate in Capture the Flag. All Mechs of the same color will be on the same team, so watch your fire in some situations.

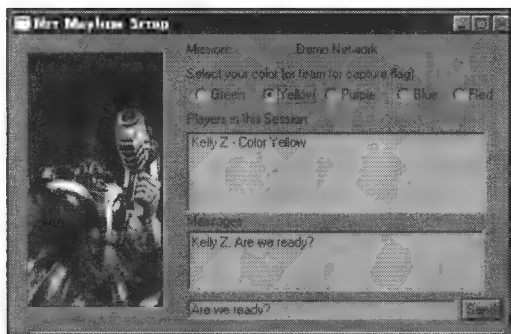
All of your team's Mechs will start around your own flag -- a flag that you must protect at all costs. Good team strategy is to have someone stay back and protect the flag from the enemy, while another member goes looking for the opponents flag. A good idea is to have the "hunter" return back to his home flag and give some of the higher firepower weapons to the "guard", so he can defend the flag better.

When you are killed in Capture the Flag you reappear next to your home flag.

### **Show Enemy Robots**

Uncheck this box if you want to remove the enemy Bots from the level. For real excitement, leave it checked and watch out when you go into unexplored rooms!

## Section 8: Multi-Player



### Team Selection

On the final screen the players will all choose a color for their soldier, and can see a list of players in the current game. Choose the color of soldier using the radio buttons at the top of the window. Your color can be either Green, Cyan, Yellow, Blue, or Red.

To send a message to all the other players in the game, fill in the blank at the bottom of the screen and click "Send." The message will appear in the Messages box for all to read. To begin the game, make sure all players are ready, and the computer that started the Net-game must click "Play."

## Game Credits: Cinematix

**Lead Programmer:** Ben Cooley

**Programmers:** Young Chung, Jared Updike, Stephen Blinick, Jong-Beum Yoon

**3D Base Screens:** Ben Cooley, Robert Loiseau

**3D Tile Modeling:** Ben Cooley, Robert Loiseau, David Graham, John Sommer

**Pixel Art, Map Terrain, End Bosses, Objects, etc.:** Matt Collins

**Concept Art:** Alex Toader, Eric Simmons

**Mission Design:** Jogn-Beum Yoon, Charles Doty, Ben Cooley, and Phil Gelber & Phil Baker of Domark

**Sound System:** Human Machine Interface

**WinDirect Graphic System:** SciTech Software

**Special Thanks to:** Mike Fisher, Rick Tyler, Il-Hong Jung, Patrick Collins, Flash Technologies, Young-Jung Lee, Kendall Bennett

**Extra Special Thanks to:** Cinematix Studios Korea, Andy Sherwood, Brian Tucker

## Game Credits: Domark

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**Quality Assurance:** Phillip Gelber, Matthew Miller, Phillip Baker, Dave Lee.

**Marketing Director:** Peter Lindberg

**Marketing:** Paul Baldwin, Gary Keith, Kelly Zavislak

**Manual:** Matthew Miller, Kelly Zavislak

**Introduction/Cut-Scene Animations:** Creat Studios

**Intro Sound:** Lifelike Productions

**Voices:** J.S. Gilbert, Bob Ayres

**Thanks to:** Colin Boswell, John Kavanagh, Paul Mainard, Steve Gobel, Dominic Wheatley, Dave Georgeson, Joe Marullo, Andy Osiow, Matt Hicks, Mel Guyman, and Digital Insight of Las Vegas

## **Customer Support**

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COMPUSERVE: go DOMARK (email:74777.2007)

FTP SITE: [www.domark.com](http://www.domark.com)



## Technical Information

It is vital that you review the README.TXT file that is located on the game CD. You can open this file with WordPad, MSDOS Editor, or any word processor. This file has last minute additions / revisions to the manual and the game. It also might have our killer recipe for sardine brownies!

To keep you computer happy and healthy we recommend:

1. Bimonthly use scan disk to check for errors
2. Bimonthly use Defrag to optimize your HD files
3. Invest in a quality Virus Checking utility
4. Frequent Hugs!







***Blow Some Grey Matter Today.***  
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